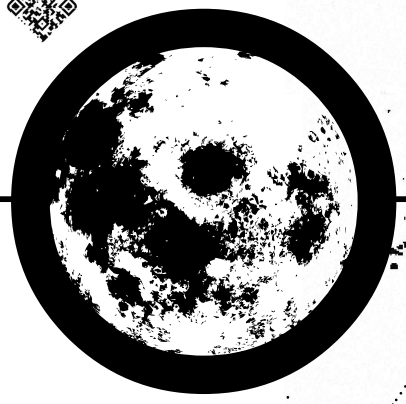
DOMO PLUUME is a table-top roleplaying game (TTRPG) set in a dark post-apocalyptic fantasy world where playable characters (PC(s)) explore an inhabited wasteland ranging of FPCTSINI (dream-state spirits), Midwestern (USA) cultural artifacts, and a "rock" worshiping cult called Geosuma of the intrepid [GI].



This module uses collaborative world building mechanics from dadaist pedological asset creation, multiple game masters, and group speculative design exercises.

PLEASE NOTE THAT DOMO PLUUME WILL SHAPE YOU AS YOU SHAPE IT.

DOMO PLUUME asks you to find out what being a human in this new environment means to you by making choices that will help breathe into the emergent narrative that is this game. The players can find out more about SARA and the [GI] or not. Threads are created within the module for a linear narrative game from sessions 0-3 with 2 starting quests from that narrative point. This creates some boundaries for community creation and helps the intermediary GM start creating with the group for the group.

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#TTRPG #tabletop #sci-fi #independent #horror #adventure #roleplaying #fantasy #puzzle #zine #narrative #mystery #post-apocalyptic #futuristic #homebrew #rules-lite #eldritch #PWYW #magical-realism #OSR #relationship

DOMO PLUUME [¦] " PARADIGM "

NOT THE NUKES, NOT AI, NOT CLIMATE CHANGE. ITS &#%!ING

[REDACTED]